

Release 3 Deliverable

1. <https://github.com/colynw/AdventureSimProject>
2.
 - a. **Factory Design Pattern**, Implemented in ClassFactory.java, Classes.java, Knight.java, Wizard.java, and Rogue.java. Changes made in lines 191-222 for AdventureSimulator.java. Factory Design Pattern helps create multiple separate character classes without exposing too much of the logic to the main code and is imported in as needed.
 - b. **Memento Design Pattern**, Implemented in Memento.java, Originator.java, and CareTaker.java. Implemented in AdventureSimulator.java in lines 248, 271, 322-340, 380, 418, and 433. Memento stores data from a moment that is specified and allows for it to be restored to that point using the 'Restore' button within the application. In our use case it is used in terms of restoring the player's stats in the application.

